Syntauri™

MUSIC LAND

Born in New Zealand, Martin Lamb, the designer of the MusicLand games, began learning piano and violin at a very young age. Lamb gained his Licentiate in piano from the Royal Schools of Music in London, and has appeared with the New Zealand Symphony, the New Zealand Youth Orchestra, and the International Youth Orchestra.

His interest in computers grew while working towards his undergraduate degree in mathematics and his doctorate in electrical engineering, for which his thesis was titled *The Computer as a Musicianship Teaching Aid.*

At present, Martin Lamb is Assistant Professor of Electrical Engineering, Education, and Library and Information Science at the University of Toronto, Toronto, Canada, and performs frequently in the area.

MusicLand

MUSIC EXPLORATION

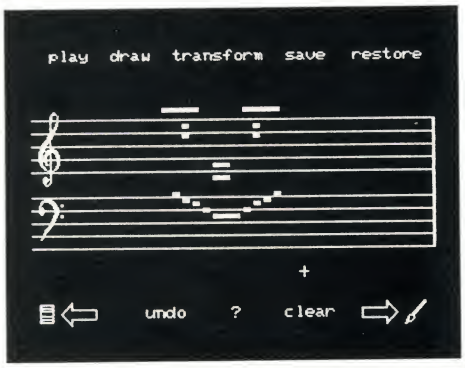
Developed by Dr. Martin Lamb at the University of Toronto, MusicLand assists musically inexperienced children or adults to discover and enjoy music composition. Learn the concepts of musical form, timbre, orchestration, augmentation and diminution, inversion, retrograde and transposition through creative play.

Add MusicLand to your Apple II, II+ or IIe and you will see, hear and compose music using exciting color graphics.

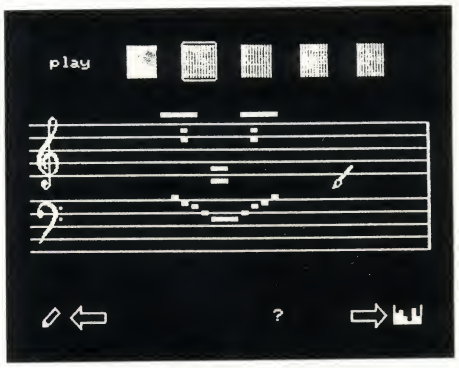
MUSIC AHEAD

Syntauri™

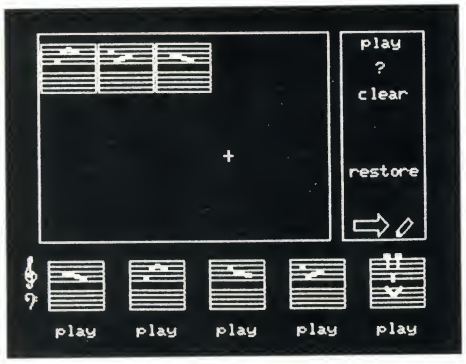
MUSIC LAND



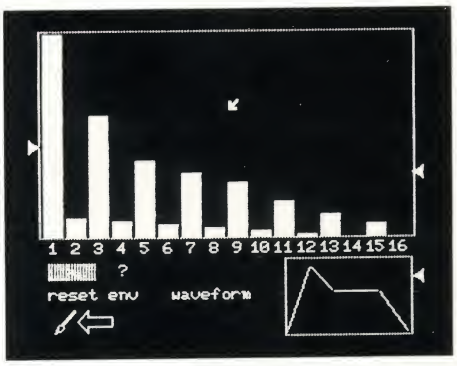
Music Doodles. Draw shapes with the joystick or Koala pad. See and hear them changed into musical notes. Transform the shapes by stretching, squeezing, turning them over or inside-out.



Timbre Painting. Learn to orchestrate by painting the notes of your doodle with colors representing 5 tone qualities (timbres).



Music Blocks. Arrange the orchestrated doodles in the blocks to form a composition of musical phrases.



Sound Factory. Learn the physics of sound by experimenting with harmonics, waveforms and envelopes. Create new timbres to use in Timbre Painting.

The manual and complete on-screen help messages will guide you quickly into full use of MusicLand.

Special activity cards with suggestions for learning exercises are included with MusicLand. They allow the teacher or parent to tailor MusicLand to any student, from beginning or remedial through advanced.

MusicLand plays on any 64K Apple II, II+ or IIe system with color monitor and single disk drive. It requires the Mountain MusicSystem stereophonic digital sound synthesizer, available with MusicLand. Coupling the MusicSystem outputs to a standard stereo system or a headset gives high-quality sound. MusicLand requires a joystick or Koala pad. No typing is needed.

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Apple *is a trademark of Apple Computer, Inc.*
Koala *is a trademark of Koala Technologies, Inc.*
MusicSystem *is a trademark of Mountain Computer, Inc.*

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FOR IMMEDIATE RELEASE

MUSICAL ADVENTURE GAMES FOR APPLE II

ANNOUNCED BY SYNTAURI

Jan. 7, 1984. Las Vegas, Nevada. Syntauri Corporation selected the Winter Consumer Electronics Show to unveil Musicland™, an innovative set of musical games which will ship in the first quarter, 1984. Musicland is the first program to thoroughly integrate the three senses - kinesthetic, visual and aural - for introducing musical concepts and building mastery in the form of success-oriented games.

Musicland is built from four basic games - Sound Factory™, Timbre Painting™, Music Doodles™, and Music Blocks™. The four games are fully integrated, taking full advantage of the Apple II's colorful graphics power to bring very advanced musical tools to even young children.

Created by Prof. Martin Lamb at the University of Toronto, Musicland fills the need for powerful, graphically oriented musical systems for teaching very young children. Musicland is a foundation program from which advanced musical concepts and structures may be taught. Presented in an easy to use game form, Musicland maintains the interest of young students while providing musical challenges for adult musicians, too. Extensive testing in the Ontario, Canada schools and refinement have insured that the games are truly easily used and understandable, while they maintain their musical integrity.

Musicland is aimed at musically untrained children who, with simple joystick controls, can discover musical form, timbre, orchestration,

(more)

composition, and transposition. Quickly, children can compose, edit, and play music as well as design original sounds, with complete control over the musical process. The interactive graphics aid exploration - from sketching a simple melody to inverting a complex musical passage. And, because Musicland incorporates professional quality sound synthesizers, unique multipart pieces can be composed, orchestrated, and played back in stereo.

Musicland's four games are each intended to let children explore a different part of the musical world. Sound Factory lets children design their own sounds, Timbre Painting lets them paint their songs with tone colors, Music Doodles is designed for drawing out songs with an electronic 'crayon,' and Music Blocks lets children use their own doodles as music blocks for constructing whole songs.

The built-in Musicland help screen and special manuals insure that the games' capabilities are fully used, both for home enjoyment and classroom learning. The main instruction/student manual is complemented by a teacher's manual and the unique Musicland activity cards. The activity cards, which are part of the game set, contain ideas for learning exercises. The cards are graded so that teachers may tailor the games to any situation, from advanced student enrichment programs to beginner remedial exercises. Teachers, and parents, too, may create their own activity cards as the games will inspire novel variations of the cards provided. Activity cards include: " DRAW one of these melodies: a flying melody, a haunting melody, a soothing melody..." and "DRAW a smile," then transform it with the transformation keys.

Musicland requires a 64K Apple II computer system with one disk drive plus synthesizers (the Mountain Computer MusicSystem™) which plug into the Apple. The Musicland set of four games with manuals is priced under $150.00, the synthesizers are available for under $400.00, and both are available from Syntauri dealers throughout the U.S. and Canada, and from authorized Syntauri dealers in other countries.

* * * * *

Syntauri Corporation, headquartered in Los Altos, California, is known for pioneering the development and marketing of affordable microcomputer-based computer music systems. The firm's alphaSyntauri® synthesizer was first shipped in 1980 and has been followed by Syntauri's keyboard learning products, the Simply Music™ series of software and coursware. Syntauri designs, develops, manufactures and markets musical products internationally.

(more)

THE FOUR MUSICLAND GAMES

MUSIC BLOCKS tm

Compose entire songs with a set of musical building blocks! You can experiment with musical forms by moving the blocks around on the music scoring page you see on the screen.

Blocks are easily moved using the joystick. They may be moved, removed, or replaced with new blocks, and any block may be repeated many times to create an original piece. Five blocks are available at any one time, and each block can use different tone colors, alone or together. Up to eight notes may sound at once.

MUSIC DOODLES tm

Music Doodles is the key Musicland composing game, relying on your imagination. The visual and aural feedback you get while doodling a tune builds your musical discrimination, helping you make musical decisions while you are composing.

You create musical building block simply by sketching on the video screen over a grand staff display. With joystick movements, draw fantastic shapes and then hear, rearrange and edit the shapes until the building block sounds right. You can transform your doodle, too, with such features as repositioning a segment, stretching or shrinking a melody, and turning passages upside down or backwards. As you perform the transformation you'll also see it on the video screen. Once finished a doodle can be saved and used as a 'block' in Music Blocks.

TIMBRE PAINTING tm

Timbre Painting lets you create musical moods, choosing sounds which are just right for the music. For centuries, composers have selected their orchestral instruments to enhance their music: Timbre Painting is your tool for selecting and building your orchestra.

Any musical doodle can be painted with tone colors from a palette of five sound colors. You choose the paintbrush and with joystick control, 'paint' the notes or groups of notes with the sound colors. As you paint, the notes on the screen become swashes of color. When you command 'Play' you hear the doodle with a new set of sounds, and, if it doesn't sound right, then you can repaint the doodle to get a new mood or effect.

SOUND FACTORY tm

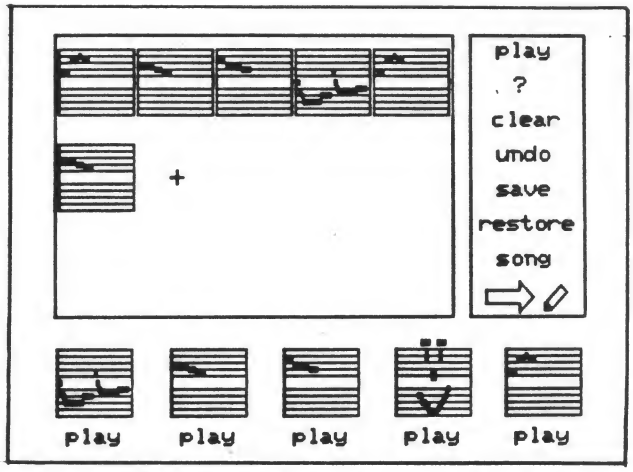
Sound Factory is designed for experimentation with the basics of sound - harmonics, envelopes and detuning. Complex concepts of the physics and structure of sound are disclosed through Sound Factory's clear graphical screens so that even beginners may learn quickly.

The structure of a tone color is given in the form of a bar graph showing the sound's harmonics. You use the joystick to change that bar graph- which changes the sound. Experiment with harmonics, then shape the sound's envelope (loudness), and save it for use in Timbre Painting.

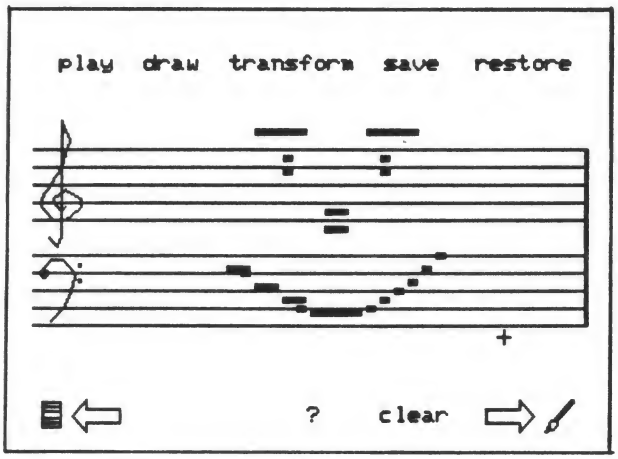
THE MUSICLAND[tm] VIDEO SCREENS

Syntauri™

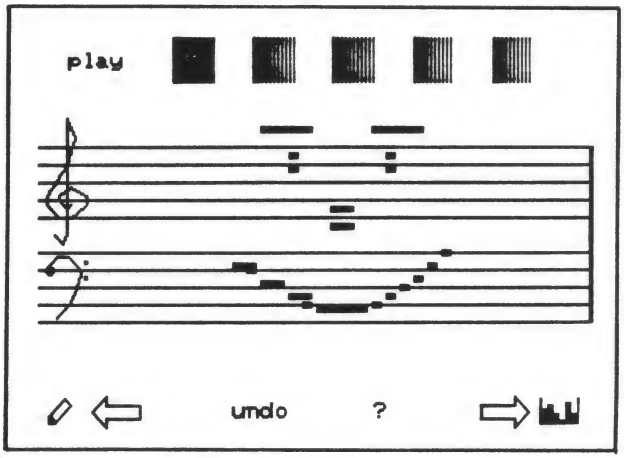
Syntauri Corporation
Los Altos, California 94022



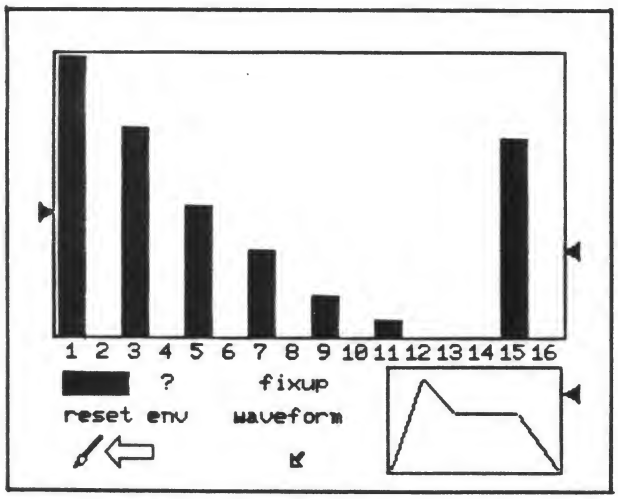
MUSIC BLOCKS[tm]. Connect melodies together and experiment with musical forms. Float the blocks into the musical page, arrange and rearrange them to create your own music.



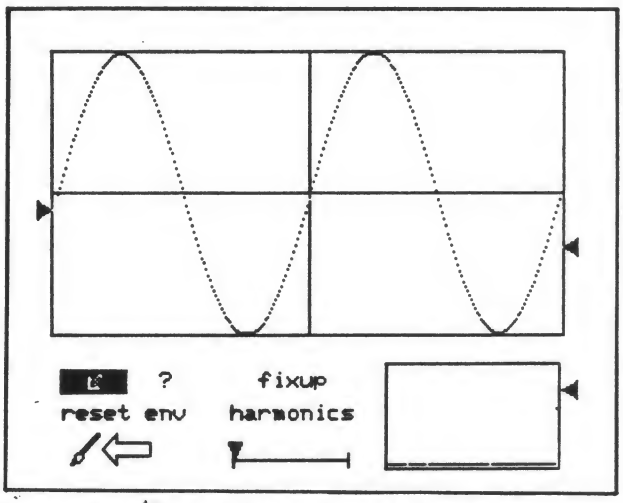
MUSIC DOODLES[tm]. With your imagination, use the joystick to draw shapes which become a melody. Then transform your melody by stretching, shrinking and rearranging the notes to form a new music block.



TIMBRE PAINTING[tm]. Once you have your melody you can paint the notes with 'sound colors' to give the music your own artistic touch.



SOUND FACTORY[tm]. Experiment with the design of a sound. Build a new sound from the basic harmonics and, as you listen, change the picture to create a different sound quality which you both see and hear.



SOUND FACTORY[tm]. A composite picture of a new sound can be requested and then assigned a color in Timbre Painting for use in a Music Blocks composition.

MUSICLAND[tm] FROM SYNTAURI IS AN EXCITING, UNIQUE SET OF INTERCONNECTED GAMES USING THE POWER AND SIMPLICITY OF COMPUTER GRAPHICS FOR THE CREATION AND LEARNING OF MUSIC. THE FOUR MAIN GAMES - MUSIC BLOCKS, MUSIC DOODLES, TIMBRE PAINTING, AND SOUND FACTORY - LET YOU COMPOSE, DESIGN SOUNDS, AND EVEN EDIT AND REARRANGE YOUR MUSICAL PIECES. MUSICLAND IS DESIGNED FOR STUDENTS AND MUSICIANS OF ALL AGES. EVEN VERY YOUNG CHILDREN CAN ENJOY EXPLORING MUSICLAND WHILE THEY BUILD A MUSICAL FOUNDATION WHICH WILL LAST A LIFETIME.

Syntauri offers exciting musical software for musicians and students of all ages and levels - from beginning youngsters to accomplished recording artists.

SYNTAURI - MUSIC AND SOUND PRODUCTS FOR EVERYONE

		tutor yourself	learn keyboard skills	learn music	compose	perform	create sounds
BEGINNER	Simply Music & Courseware		■	■	■	■	
	Musicland			■			
	Dolphin Dialogue						■
	MusicMaster			■			
	alphaPlus				■	■	■
	Metatrak II				■	■	
PRO	Composer's Assistant				■		
	Simply Music Demo	■					
	Metatrak Demo	■					
	Metatrak Demo Recordings	■					
	Instruments						■

Simply Music and Courseware.

An easy to use interactive program for learning to play, record, and listen to music. Simply Music offers special courses- from easily played one-handed pieces to advanced improvisational material. The courses include:

Nelson Varon's Adventures in Music™. A thorough, easy to use course for teaching basic musical concepts and keyboard playing for the treble clef (right hand). A full orchestration backs you up while you play melody. This course, written especially for Simply Music, is recommended for children from ages 10 up and adults.

The Medley Way For Piano™. A traditional two-handed keyboard course for the younger beginner. Available in two sections: the first covers the musical basics, the second introduces higher level pieces, including clssical selections. The songs and book exercises have been recorded as they are notated in the course books. For ages 8 up. Adult supervision is recommended.

Improvisation Series Part 1. For the experienced keyboard player, the series aids listening to and practicing rock, jazz and blues style music. Part one includes patterns, progressions and original music - typically orchestrated with bass, rhythm and lead parts. No sheet music.

Musicland™.

An innovative set of games for exploring music composition and sounds design for young children. Presented in a colorful, graphic manner, Musicland lets you draw music melodies, paint them with sound colors, and save them as musical building blocks. Put the blocks together to make an original composition. The built-in Sound Factory™ then lets you design your own sounds. No keyboard or musical skills are needed - Musicland uses a joystick or pad to move cursors and symbols on the screen. Recommended for all ages, 6 and up.

Syntauri Corporation
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Los Altos, California 94022 USA

SYNTAURI - Exciting musical software for musicians of all ages.

Dolphin Dialogue™. A program for designing and modifying dolphin-like sounds, from whistles to squeaks. Based on programs now used in human-dolphin communications research, Dolphin Dialogue gives an immediate and graphic representation of sounds on the video screen. For ages 8 and up.

MusicMaster™.
An easy to use way to practice and learn basic music theory concepts and train your ear. Covers intervals, scales and triads. Provides student scores, plus quick feedback as you listen and see problems notated. Includes a teacher management section for enrollment, score keeping and analysis. For home use (intermediate level), school and college.

alphaPlus™.
A software product for creating instruments and unusual sounds via waveforms, envelopes, vibratos, offset, and other aspects of sound synthesis. Also includes some recording and live keyboard features. Other programs included: Hammond B-3 sounds design, Pulse Waves and Draw Waves. Instruments created with alphaPlus may be used with Simply Music and Metatrak programs.

Metatrak II.
An advanced 16 track synthesizer recording and performance system with professional features: conventional recording controls (record, play, playback, erase, fast-forward, punch-in and -out), 8-way split keyboard, metronome/click track, voice layering (Ensemble™), drum machine interface, and sync-with-tape start pulse.

Composer's Assistant.
Scoring music played on the Syntauri keyboard is aided by this innovative software tool. Converts music recordings into music notation, displayed on the video screen and printed on paper. Features variable tempos, full polyphony on bass and treble clefs, varied time and key signatures, and transposition. A text editor also lets composers add lyrics and notes to the score prior to printout.

Simply Music Demonstration.
A tutorial adventure into Simply Music. Will teach you to play a song, show you your playing on the video screen (there are three different displays, including notation!) and will playback pre-recorded music for your listening and learning pleasure.

Syntauri SIMPLY MUSIC

Metatrak Demo.
A self guided program which lets you explore the many features of the Syntauri Computer Music System. Play and experiment with different sounds on the keyboard, hear multitrack recordings, and record your performance.

Metatrak Demonstration Recordings.
A set of multitrack recordings, all performed and orchestrated on the Syntauri, which show the versatility of the Syntauri Computer Music System.

Instruments.
Over 120 sounds arranged in sound groups (banks of ten sounds in each group). Used for alphaPlus, Simply Music, and Metatrak programs.

For more information about any of Syntauri's products, contact your local Syntauri dealer.

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Syntauri SIMPLY MUSIC

For more information, contact:

Ellen V.B. Lapham (415) 966-1273

FOR IMMEDIATE RELEASE

SIMPLY MUSIC - SYNTAURI'S COMPLETE KEYBOARD

LEARNING AND PERFORMANCE SYSTEM FOR THE APPLE II - SHIPPED

Nov. 1, 1983. Los Altos, CA. Syntauri Corporation unveiled its much heralded new Simply Music[tm] system at the San Francisco Applefest and announced that shipments to dealers and customers began Oct. 27. Syntauri's display drew capacity crowds throughout the show as customers and dealers alike applauded the dynamic visual displays of musical notes seen during the live keyboard performances.

Syntauri, a pioneer of microcomputer-based keyboard musical instruments, first received recognition for the alphaSyntauri[tm] system, designed for professional musicians and educators. With Simply Music, Syntauri again pioneers a new era for music education and performance. Simply Music removes the obstacle of the computer for the musician and student by being easy to use and interactive.

" Simply Music is our response to the consumer's demand for a truly powerful yet simple to use musical instrument, commented Robin J. Jigour, Syntauri's vice president for development. Added Wade Bray, product manager for Simply Music, " Consumers have long waited for

(more)

easy to use, interactive, educational and fun computer music products. We give the whole family plus the music educator and performer truly professional features via the Apple's inherent flexibility."

Simply Music consists of software, recorded music, and custom music courseware which are used with the Simply Music instrument. The total system, including keyboard, software and Apple II computer, is priced below many popular home organs, yet offers a set of features which have never before been available at an affordable price.

The unique Simply Music learning software takes full advantage of the alphaSyntauri professional synthesizer capabilities: these features are presented in five major screens - Orchestrate, Record/playback, Instruments, Songs, and Displays - each with its own menu for ease of use. At the push of a single "?" key, the built-in tutorial help screens quickly aid you in learning about the system and how to use its features.

The major Simply Music system features which are used for learning, teaching and performing are:

MUSIC DISPLAYS. Players have a choice of three video displays. During live play and playback, you can see the musical notes being played on a TV screen representation of the musical keyboard, or in musical notation on a grand staff, or in a set of colored bars corresponding to the notes played in each octave.

MATCH MODE. For learning keyboard playing skills and to accurately follow a pre-recorded piece, the match feature causes the musical playback to pause and wait until you play the correct key on the musical keyboard and then continue.

MUSIC RECORDING. For listening enjoyment as well as learning, multi-part music pre-recorded with the Simply Music 16 part recorder is available. Beginning students may play along with simple melody lines, while advanced players may transpose keys, choose more challenging parts to follow with the screen display, and compose and record their own original music.

Initial Simply Music courseware is avalable for three learning methods - traditional piano style (two handed), easy-to-play, and improvisational. The courses, available separately, include graded workbooks and student guides plus pre-recorded pieces which are used with the exercises in the books.

(more)

Simply Music incorporates three important elements for effective music learning:

You can see what you are playing. You get immediate visual feedback on your playing accuracy. Sight reading skills may be built up and enhanced using the grand staff display.

You learn in an ensemble mode. With the built-in Syntauri orchestra, students and practiced musicians alike may learn, compose and perform along with other instruments in an ensemble or group context.

You learn at your own pace. The Simply Music system is patient, allowing multiple repeats of any exercise, slowing down or speeding up musical playback tailored to the keyboard player's choice of tempo.

In the privacy of your own Apple, you may record, re-record and orchestrate until you are satisfied.

Special features are also offered for advanced musicians and teachers for curriculum development. These include reorchestrating pieces for aural and visual emphasis on selected part(s), recording custom musical pieces and examples, and creating special 'help' screens for posing problems and guiding students. Moreover, during play or playback, either sharps or flats may be selected for display.

* * * * *

Simply Music is available from Syntauri authorized dealers worldwide, including many Authorized Apple computer retailers. The full Simply Music system includes: a four or five octave musical keyboard with Apple interface, sound synthesizers (16 voice), Simply Music software (system diskette, pre-recorded music, personal song diskette, 110 sounds (10 groups of 10 each), and a self-demo diskette) and manuals. The four octave system retails for $995.00, the five octave for $1295.00. Syntauri's alphaSyntauri professional system with five octave velocity keyboard, advanced multitrack recording software, sounds and sound design software, retails for $ 1495.00.

(more)

Simply Music courseware, also available from Syntauri dealers, costs from $29.50 to 59.50, depending upon the courseware method, number of diskettes for music, and workbooks provided.

All Syntauri computer music systems require a 64 K Apple II-Plus or II-E, one disk drive, and monitor. The Syntauri system may use any audio amplifier or home audio system and speakers.

* * * * *

Syntauri Corporation is headquartered in Los Altos, California. The firm designs, develops and markets software for musical performance, recording, transcribing and learning for home, educational, and professional music markets. Syntauri developed and sells the alphaSyntauri[r] computer music system, Metatrak[tm] software recording, Composer's Assistant transcriber, and MusicMaster[tm] ear training programs.

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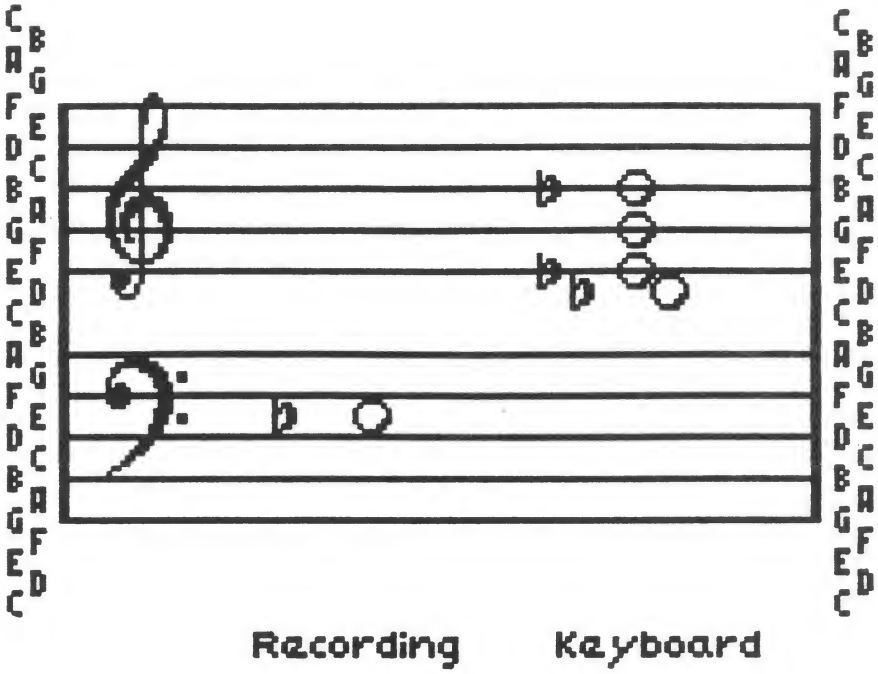
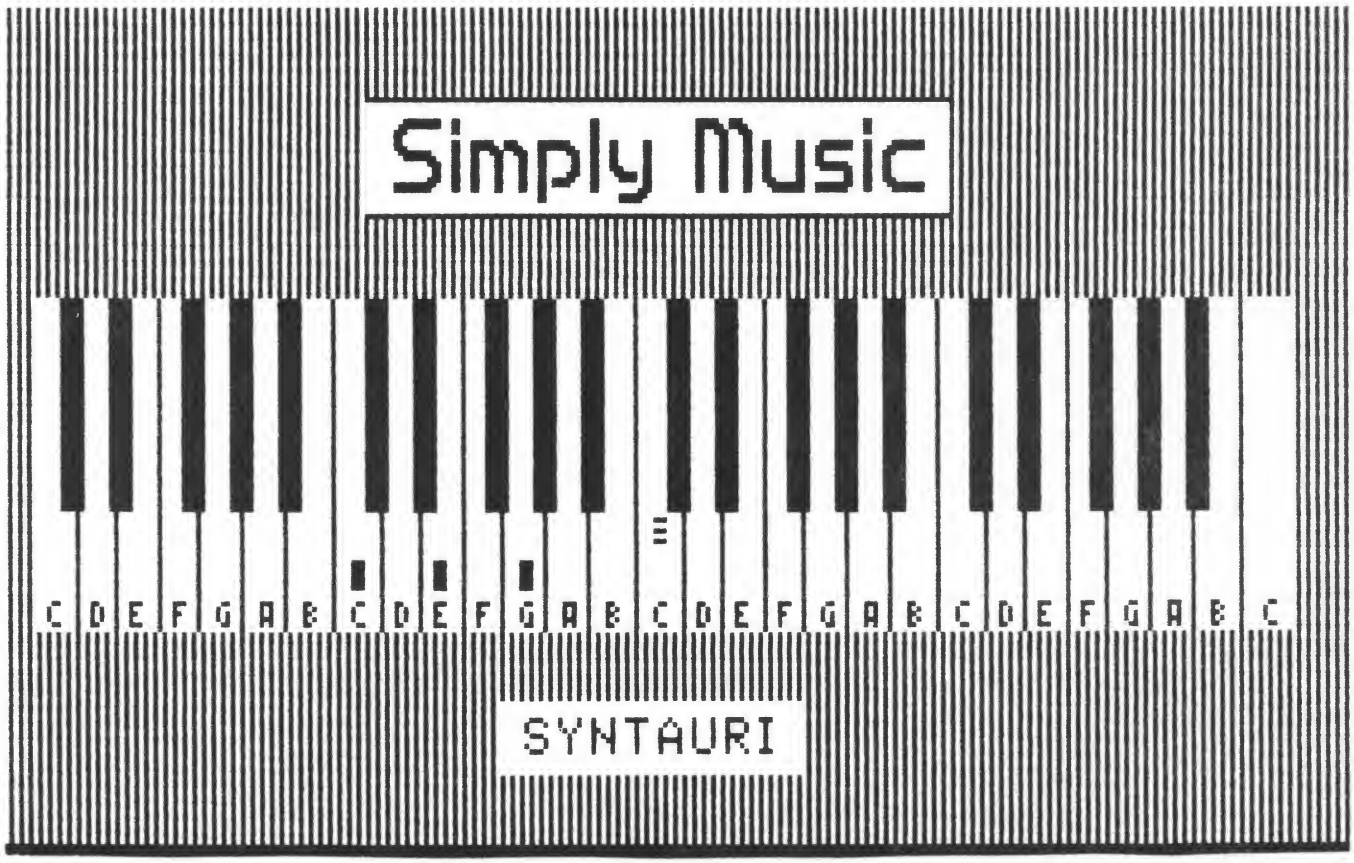




Simply Music™ from Syntauri Corporation offers two unique and exciting ways to visualize music on the Syntauri computer music system. During both live play and recorded music playback, notes playing can be seen either on the grand staff or on a picture of the keyboard itself.

NOW THE FUN BEGINS.

In just a few minutes you can be learning, composing, performing, recording or teaching music right in the privacy of your own Apple.™

☐ *For everyone who likes music, from first-time player to professional musician.*
☐ *Play along with a complete orchestra or solo on any instrument.*
☐ *Choose your favorite style of music from the many song packages available.*
☐ *Play by ear, improvise or sight read, even sing along in your key.*

Syntauri™

SIMPLY MUSIC

The Syntauri Simply Music system coupled with your Apple (II+ or IIe) provides an easy to use, innovative way to learn, compose, perform, record or teach music. Even if you've never played a keyboard instrument, even if you don't yet read music, you can be playing in just a few minutes. For the experienced player, Simply Music provides an easy and effective method of enhancing your sight reading, improvisation and composition skills. Simply Music is fun for beginner or professional, with no particular computer or music expertise required.

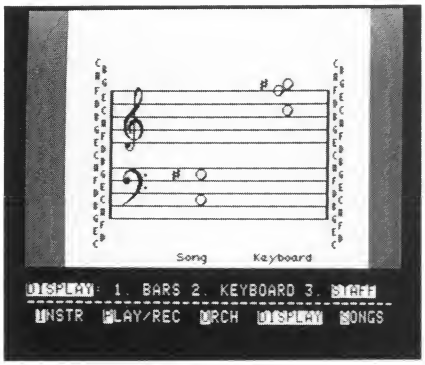
Simply Music consists of a music keyboard, two foot pedals, special music cards that plug into your Apple, and our unique computer music software and courseware. This software and courseware enables your Simply Music system to evolve, expand and change in concert with your personal tastes and skills. Three learning methods are available: Easy to Play, Traditional Piano and Improvisation. Music selections include pop, rock, jazz, blues, old favorites, hymns, country and classical selections.

With Simply Music you can

- ☐ ***Choose*** *from a wide variety of music selections*
- ☐ ***Listen*** *to a complete multipart song*
- ☐ ***Learn*** *a complete song or select a passage to practice*
- ☐ ***Follow*** *any musical part on the video monitor using the special Simply Music keyboard and grand staff displays*
- ☐ ***See*** *the note to be played using the video monitor displays or sheet music*
- ☐ ***Know*** *if you're playing the correct key*
- ☐ ***Orchestrate*** *the song with different instruments*
- ☐ ***Select*** *from a range of over 100 different instrument sounds*
- ☐ ***Play*** *the part you're learning with full background orchestration*
- ☐ ***Adjust*** *the song tempo to your liking*
- ☐ ***Transpose*** *the playback to any key signature*
- ☐ ***Record*** *your own version of any song*
- ☐ ***Compare*** *your version to the original on the monitor*
- ☐ ***Compose*** *and arrange original songs and melodies*
- ☐ ***Save*** *your recordings to your own personal song disk...*
- ☐ ***and more.***

You select your song using the Simply Music Song Screen listing.

Markers on the Simply Music keyboard display show you the key you're playing as well as the correct key.



The Simply Music staff display can show any part of a song plus the live keyboard representation.

Simply Music includes

- ☐ *Your choice of a four octave (49 note) keyboard or a five octave (61 note) keyboard*
- ☐ *Keyboard-to-Apple interface and music cards*
- ☐ *5¼" Simply Music software disk*
- ☐ *Your choice of song package disks from the Simply Music song disk catalog (sold separately)*
- ☐ *A personal song disk to record your own songs*
- ☐ *Instrument Group Disk containing over 100 instrument sounds*
- ☐ *Complete instruction manuals*
- ☐ *Optional software: Sound Creation, Music Theory, Multitrack and Performance, Music Transcribing and Printing*

Additional hardware required consists of an Apple (II+ or IIe) computer, disk drive, video monitor, amplifier and speakers.

Optional hardware includes an Apple-compatible graphics printer and control paddles.

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Syntauri
SIMPLY MUSIC

Simply Music. By Peter Nye, Steve Leonard, and Robin Jigour. The human spirit relishes creativity. The ability to knead and sculpt a thought, an expression, upon some form of canvas fills all of us with a glow of satisfaction.

Art, drama, music, cookery, sculpture, programming. These are a few skills that satisfy the urge to give ideas physical manifestation. And computers can help, allowing for spirited interaction between the thinker and the deed itself. Where music is the form to be created through learning, composing, playing, or even teaching, *Simply Music* is a tool that makes the computer the means.

There's little hope of mastering the piano, they used to say, if you haven't acquired the proper skills by the age of nine. *Simply Music* makes the idea passe. *Simply Music* brings music into the home. This well-documented product allows novices to execute musical variations they never thought they could be responsible for playing. It is a truly personal and effective guide to music comprehension, creation, and performance. In the package you get the main system disk, courseware (song disks and sheet music books), a demonstration disk, a personal songs disk, and an instrument disk. More than a hundred different instrument sounds may be incorporated into your own scores. Not in the basic package, however, is the alphaSyntauri keyboard—a relatively costly item through which *Simply Music* must be used.

A few menu screens easily manage *Simply Music*. To begin, one or two of ten instruments may be chosen for play. Lower and upper halves of the alphaSyntauri keyboard may play different instruments. Groups of varied instruments provide unusual sounds to punctuate your creations: an ocean, gong and chimes, and crickets, for instance.

The screen can display staff, keyboard, or bar. The bar is a display of colored blocks that correspond to notes in play. The keyboard and staff show live or recorded play, in part or in whole. You can load albums of up to ten songs each and play or work with any of the songs. Teachers, for example, could write their own scores, save them in an album, and recall the material for student interaction later.

In the orchestration section, muting of song parts enables players to follow a single part on-screen for learning purposes. The volume of the individual instruments used to record a score may be adjusted, and each score may have as many as sixteen recorded parts. This makes for instrument flexibility that is astounding. Learning in an ensemble context also provides for students' sensitivity to their surroundings.

Playback and recording are simple keystrokes on the Apple. A song may be looped to repeat until halted. And there's a match option that lets you watch a hi-res display of a keyboard or staff notation and try to match melody, bass, chords, or harmony notes produced by *Simply Music*. The music doesn't continue until you match precisely. Scores may be speeded up or slowed down and transposed either up or down in half steps. KL

Simply Music, by Peter Nye, Steve Leonard, and Robin Jigour, Syntauri (4962 El Camino Real, Suite 112, Los Altos, CA 94022; 415-966-1273). Requires alphaSyntauri keyboard system. $179.95.

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alphaSyntauri™

THE COMPUTER MUSIC SYSTEM

NOW IT IS YOURS

Syntauri's instruments — designed by musicians, for musicians and those who want to be musicians. Since 1980, when Syntauri introduced its 'soft instrument,' our synthesizers have been sold worldwide to leading synthesists, keyboardists, composers and educational institutions.

Our commitment to you — designing and building state of the art musical instruments which are:

Easily used
— professional sophistication, yet easily used and understood by the novice

Fully programmable
— from custom sounds to user-defined features
— wide timbre range, from expressive natural instruments to unique digital effects

Expandable
— advanced synthesis
— flexibility that allows you to perform, compose and score polyphonically

Not obsoleted
— maintain high dollar value on your investment
— modular, programmable, upgradable as desired

Dependable
— components readily available, computer system sold and serviced worldwide

IMAGINE

The computer music system that enhances your ability to:

- *CREATE*
- *LEARN*
- *IMPROVISE*
- *PLAY*
- *EDUCATE*
- *EXPLORE*

METATRAK™ II

beyond the machine

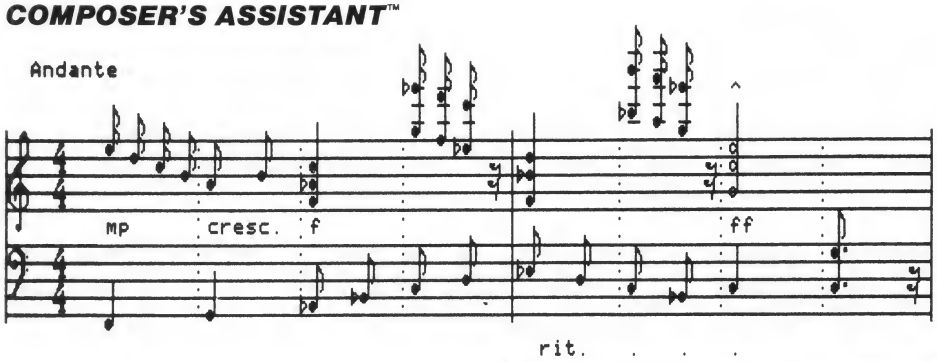
METATRAK II — a revolutionary all digital software based 16-track synthesizer recording system for the alphaSyntauri synthesizer — high performance with an affordable cost

16-track synthesizer recording system: *independent per-track control over instruments, vibrato, volume*
conventional style recording interface: *Record, Playback, Erase, Fast forward, Punch-in and Punch-out edit.*
Internal 3,000 note memory
special recording features: *sequencing playback speed adjustment, and externally available metronome/click track*
Ensemble™ voice layering: *from two to eight simultaneous instruments*
sync modes: *drum machine and sync with tape start pulse.*
instrument design programs: *integral software plus optional techniques for sounds design*

Syntauri corporation
los altos, ca 94022 usa

A new age in music
Infinitely simple to use
Simply infinite in capability
Limitless as the future

COMPOSER'S ASSISTANT™



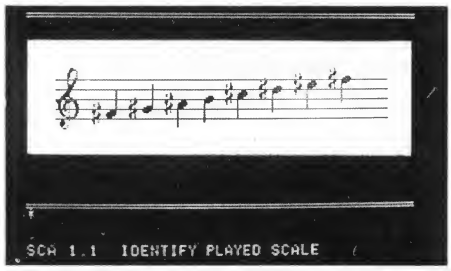
Syntauri Corporation's ***Composer's Assistant™*** *was designed by a professional composer for composers. This software package can be used with the 4 or 5 octave alphaSyntauri™ Computer Music System. The software will convert files of music played on the alphaSyntauri musical keyboard to music notation graphics which can be displayed first on the video display monitor and then printed on paper.*

Key features: *fully polyphonic — up to eight simultaneous notes • 1/16th notes and rest resolution • accidentals • variable key signatures • measure tie marking • variable time signatures • prints out automatically in score format • text editing for expressions, lyrics, chords •*

MUSICMASTER™

MusicMaster™ *— an easy to use, enjoyable way to musical mastery following a natural sequence for ear training and basic theory. Intervals, scales and triads are covered in early MusicMaster sessions.*

Build sight reading skills, too. MusicMaster's notated examples are accurately and beautifully presented on the video screen.



Equipment Required

From Syntauri: keyboard, interface cable (6' low noise or std. parallel), interface card, foot pedals, Software, sounds, manuals, and synthesizers.

Available separately: 64K Apple II+ or Apple IIe computer, language card, one disk drive, video monitor or TV. Amplifier (PA, studio, stereo) and speakers. (MusicMaster™ synthesizers also sold separately).

Apple II is a trademark of Apple Computer, Inc.
MusicSystem is a trademark of Mountain Computer, Inc.

Syntauri reserves the right to change features, specifications and prices at any time, and without notice.

For further information, contact your local alphaSyntauri dealer.

FEATURES

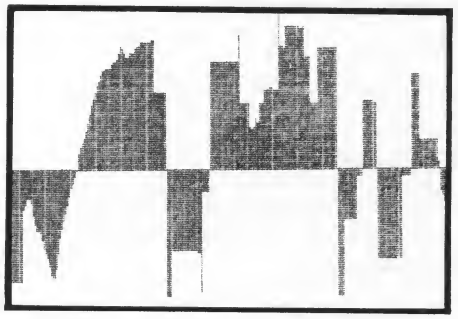
There are many powerful and easy to use features of the alphaSyntauri Computer Music System. For a more detailed explanation, contact your local dealer.

Hardware

- *Five octave (61-note) AGO standard, velocity sensitive musical keyboard c/w interface card and 6' cable.*
- *Four octave (49-note) AGO standard, non-velocity sensitive musical keyboard c/w interface card and 6' cable.*
- *Synthesizer technology: digital. Synthesizers (MusicSystem™) have 32K Hz sample rate, 16 digital oscillators. Stereo output, RCA jacks.*
- *Voicing: 8-voice polyphony, 2 independent oscillators per voice. Offset in 32nd tones may be set greater than one octave.*
- *Frequency range: 27.5 to 16,000 Hz. Resolution 0.5 Hz.*
- *Envelopes: 2 ADSR-type amplitude envelopes per voice, one envelope per waveform.*
- *Dynamic controls: foot switch pedals for sustain and portamento control functions. Sound modification controlled by the computer keyboard and analog controller (game paddles).*
- *Interface for sync with drum synthesizer and sync with tape start pulse.*

Software

- *alphaSyntauri Plus sound definition system.*
- *Metatrak II polyphonic 16-channel digital recording system.*
- *Sounds Trio sound definition system complete with Hammond B-3, pulse waves and draw curves programs.*
- *Composer's Assistant polyphonic note transcribing and score printing program (optional).*
- *MusicMaster provides computer assisted learning of music basics. (Optional)*



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FOR IMMEDIATE RELEASE

SYNTAURI CORPORATION APPOINTS NEW PRESIDENT, CHAIRMAN

Jan. 20, 1984.Los Altos,CA. Syntauri Corporation, a leading computer musical products firm, has appointed Allan J. Fedor of San Francisco to the post of president and chief executive officer. Mr. Fedor will be responsible for aggressively leading Syntauri's entry into the consumer musical products market. He brings to Syntauri over sixteen years' experience in business and industry, including eight years with the General Electric Company. In addition to an MBA, Mr. Fedor holds degrees in engineering and law.

Syntauri co-founder and past president Ellen V.B Lapham now holds the position of chairman of the board. She has also assumed the post of vice president-international, in order to build Syntauri's overseas markets. Ms. Lapham has over fifteen years experience in consumer and business products marketing, development and sales, including positions with the General Electric Company and SCM. She holds an MBA from Stanford University as well as a degree in industrial design.

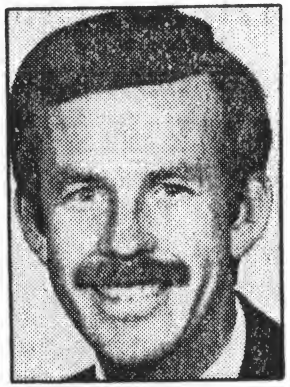
Headquartered in Los Altos, Syntauri pioneered the software-based affordable computer music system in 1980, when it shipped its first Apple II - based synthesizer. Since that time, Syntauri has become well known for its professional software products for multitrack recording, music transcribing, and sounds design.

Today, Syntauri offers an expanding line of products for the consumer - oriented markets. For the home and education markets, Syntauri has recently introduced two new musical learning products; the Musicland™ games, which teach music concepts to very young children; and Simply Music™ software and courseware (from beginner to advanced) for keyboard learning with the Syntauri Computer Music System.

Management

Allan Fedor wants to make Syntauri a household word

Syntauri Corp. of San Mateo may not be the best known name in the consumer market for computer music products. But its new president and chief executive officer, Allan J. Fedor, plans to change that.



Allan J. Fedor

"We're a four-year-old company and we already have name recognition in the professional field," Fedor said. "Now we're ready to go for the big time in the consumer market."

Syntauri, founded in 1980, recently moved its offices from Los Altos to San Mateo. At the same time, Fedor, 37, took over as president from the firm's co-founder, Ellen V.B. Lapham.

Lapham now holds the position of chairman of the board and vice president-international.

Fedor brings more than 16 years of business experience to his new position, including eight with General Electric Co. In addition to an MBA degree, he holds degrees in engineering and law.

He will be responsible for overseeing Syntauri's entry into the consumer musical products market. The company recently introduced two learning products for the home and education markets.

They are Musicland games, useful in teaching music concepts to the very young, and Simply Music software and courseware, for keyboard learning with the Syntauri Computer Music System.

The company shipped its first Apple II-based synthesizer in 1980, thereby pioneering affordable, software-based computer music systems, Fedor said.

Since then, the company established itself among professionals with software for multitrack recording, music transcribing and sound design.